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THE OZ FREE PRESS is a subsidiary publication of EREHWON, the journal of postal Diplomacy. It is published by Capt. Rod Walker, 1611 Lowry Dr., Rantoul, Ill. 61866. TOFP chronicles the progress of Das Dippyspiel (or Imperialism XII), the "in" Dippy variant, of which there is only one section. Players and stand-bys by invitation only. The game fee is \$1 whenever it is needed. This 'zine is financed separately from EREHWON and a financial statement is published each issue. Subscription rates are \$1.00 for 10 issues. TOFP uses the Rules of Diplomacy, plus the published Dippyspiel rules, plus the EREHWON House-Rules. Complete sets of the Dippyspiel maps and rules are available at 50¢ per set to subscribers. Because of the unique financing arrangements, there is no limit on press releases and other junk which may be submitted for publication; but the Editor reserves the right to charge a fee of \$1 (or fraction) per page (or fraction) for the publication of material which is excessive beyond reason. All submissions are, of course, subject to editing to cut out material which is dull or unduly offensive. Non-players may submit propaganda, but if they intend to do so, they must pay the regular game fee. Any resemblance between persons and places mentioned in this 'zine and real persons and places is utterly beyond the realm of possibility.

#### INTRODUCTORY UTTERANCE

Hello, there! You're receiving this rag because you're in Das Dippyspiel, the game that's so exclusive, even the people who were begged to play in it refused. Or you're subscribing. Or something. Anyway, this is an introductory issue, being sent to those who are interested in playing. Attached to it are the rules and a list of all land provinces (4 pages of them!) and some other stuff. Maybe also the maps, depending on how I feel. There may also be a game list, if we've got our 26 people. I have tried to assign countries of choice, with some attempt to get people to play countries with which they are associated.

Now, one of the things you will notice right away is that I'm the Gamesmaster. What makes that so unusual is that I'm also going to play. But before you all send in those letters of resignation, please glance at Rule 15, which will tell you how I intend to do this without knowing in advance what your moves will be and sneakily taking advantage of this (heh,heh).

I hope that there will be pseudo-players in this game, who will do things like comment on the world situation, set up banks for all the gold, and like that. Of course, we will need stand-by players. Suggestions for what pseudo-players might do are earnestly solicited.

If you are playing, and haven't sent in your \$1, please do so. Postage stamps are perfectly all right. Try to avoid checks (my bank is beginning to wonder about me).

Questions and suggestions on the Rules are also requested. I'll try to incorporate any good ideas before the game actually begins--probably in April.

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#### A SHORT HISTORY OF THE WORLD

The Battle of Chalons, in 1204 AUC, was a turning point in the history of Rome. After smashing the last great Roman army in the West, Attila returned to Italy and entered Rome. In early 1205 he was crowned Emperor by the Senate and the Pope. The Attilid Dynasty ruled Rome for 300 years, founding a new era (DNO: De Novum Orbis) and raising the Empire to new heights of cultural and military glory.

In 235 (DNO), Emperor Attila IV failed to halt new waves of barbarians invading the western Empire. Hispania, Gaul, Germania, and Britain were lost by 276, and Emperor Braila II was forced to recognize the welter of princelings who ruled there. Of these, the Kingdoms of Francia (in Gaul) and Anglanda (in Britain) were the most powerful. After the Peerist revolution (1395), Francia conquered Anglanda (1435) and became Franciana. In Scandia, the powerful Federation of Kalmar was formed (735) and grew to dominate the entire peninsula. Old Germania, which fell under the Markovinians and the Graubears (a subtribe of the Thuringii), eventually coalesced into the Kingdom of

/continued at the end of the List of Provinces, which follows, overleaf/

# DAS DIPPYSPIEL

List of land provinces by continent. Indicators: \*--build center in 1501; +--supply center; #--mining center; x--Rollutidarian vent. On build centers, the type of unit which starts there in 1501 is indicated--(A), (C), (F). Provinces belonging to a certain country in 1501 are headed by the name of the country in capitals and succeeded by a row of dashes (-----) at the end of the list. Provinces abbreviated by other than the first four letters will include their standard abbreviation.

## EUROPE

1. *Iceland	42. *Frisia	84. Kujavia	123. Voronezhaisk
2. *Eire	GRAUSTARK	85. Lithuania	124. Volgaïsk
3. xScotland	43. +Bremen (F)	86. *Litovsk	125. Uralsk
4. Wales	-----	87. *Biyelovsk	126. #Chelyabinsk
FRENCIANA	44. Anglia	88. Radolsk	127. *Permsk
5. +Exeter (F)	45. *Denmark	89. *xGalisk	RURITANIA
6. Yorkshire	46. Jutland	PODERKAGG	128. *+Samarra (A)
7. Derby	GRAUSTARK	90. Slovakia	129. *+Kazan' (A)
8. +Peeripolis	47. Mecklenburg	91. *Lucreziana (C)	130. Grouchaisk
(Prpl) (F)	48. *Posen (F)	92. #Transylvania	131. +Rurikov (C)
9. +Peerst	49. *Danzig (A)	(Trns)	132. Chikovsk
(Prst) (C)	50. Lusatia	93. +Borgiagrad (A)	133. Zeppovsk
10. Vexin	51. #Ostmark	94. Benat	134. Gumnovsk
11. Normandy	52. Vstphalen	-----	135. +Vitebsk (A)
12. +Peeris	53. Franconia	95. *Bulgarya	136. Harpovsk
(Pris) (A)	54. +Nürnberg (A)	96. Thessaly	137. +Riga (A)
13. +St. Peeribourg	55a. +Leipzig (C)	97. Epirus	138. Estonia
(StPr) (A)	55b. +München (A)	98. *#Hellas	139. +Petrograd (F)
14. Belgium	55. Baden	99. xKritai	140. Karelia
15. +Peerisailles	56. +Liachtenstein	100. *Byzantium	141. +Arkhangel'sk (F)
(Prsl) (A)	(A)	101. Dobruja	-----
16. Poitou	57. xTyrol	102. Wallachia	142. *Murmansk
17. +Lurleens (A)	-----	(Wich)	143. Mikkelin
18. #Peery	58. #Graubunden	103. *Moldavia	144. *Finland
-----	59. *Piedmont	104. Bukovina	145. #Lapland
19. *#Moutaine	60. *Venetia	SEVASTOPOL	146. xPetsamo
20. Auvergne	61. Etruscia	105. +Vinnitsa (A)	KALMAR
21. *xSuevia	62. *Roma	106. Dygertevsk	147. +Narvik (A)
22. Navarre	63. *Lucania	107. +Odessa (F)	148. #Finmark
23. Castille	64. *Sicilya	108. Taurida	149. #Jamtland
BEAUCUILLON	65. Sardina	109. +Sevastopol (F)	150. Varmland
24. +Lisbona (F)	66. Corsega	110. Kuban	151. +Stockholm (F)
25. #Estremadura	67. Apulia	-----	152. +Kelmer (A)
26. +Toledo (A)	68. Umbria	111. Colchis	153. +Malm* (A)
27. +Cordova (C)	PODERKAGG	112. Cincassia	154. Småland
28. Polares	69. *Salona (A)	SEVASTOPOL	155. +Oslo (A)
29. Andalusia	70. +Ragusa (F)	113. Bayleyevsk	156. Agder
30. Níeva	71. +Durazzo (F)	-----	157. +Hamar (Hmar)
31. +Valencia (A)	72. Lurch	114. *Khazersk	(C)
32. +Zaragossa (A)	73. +Gastritis (A)	SEVASTOPOL	158. Hordaland
33. Urgel	74. +#Novi Sodom (A)	115. +Turnov (C)	159. +Trondheim (F)
34. Tarracona	75. Croatia	116. +Rostov (A)	160. Nordland
35. Septimania	76. Alfeld	117. Swankonsk	-----
36. +Besuccuillon (F)	77. Carinthia	118. East Ukraine	
37. +Renoble	-----	(EUKr)	
(Renb) (A)	78. *Pannonia	119. #West Ukraine	
38. Savoy	79. *Markovinia	(WUKr)	
-----	80. Samovia	120. *Kiev (A)	
39. *Burgundy	81. *Silesia	121. +Chernigov (A)	
40. *Fresonburg	82. #Chrobatia	-----	
41. Barthelm	83. Masovia	122. Bryansk	

## AFRICA

### COSTAGUANA

1. Riff
2. +Rabat (A)
3. +Fez (A)
4. Maghreb
5. +Alger (C)

# DAS DIPPYSPIEL—Province list (Africa)

6.	+Gades (F)	54.	Mossi
7.	+Tripolis (Trls) (A)	55.	Ashanti
8.	Tugurt	56.	+Ibadan (F)
9.	Jerid	57.	EFGIART
10.	Grendel (Grdl)	58.	+Sokoto (A)
11.	+Atlas (Atls)	59.	Katsina
12.	+Marrakech (A)	60.	+Kukawa (A)
13.	Ifni	61.	Iboland
14.	+Cisneros (F)	62.	Adamawa
15.	*Senegal	63.	+Buea (A)
16.	Mauritania	64.	Ubangi
17.	Tinduf	65.	+Libreville (C)
18.	Ghardaia	66.	Congo
19.	Hamada-al-Homra (HaHo)	67.	+Luanda (F)
20.	*Cyrenaica	68.	Kasai
21.	*Libya	69.	+Basankusu (A)
22.	Lower Egypt (LEgy)	70.	Uelo
23.	*Upper Egypt (UEgy)	71.	Kivu
24.	xKassala	72.	*Uganda
25.	Nubia	73.	*Kenya
26.	*Darfur	74.	Iringa
27.	*Sere	75.	*Rwanda
	ETHEROPIUM	76.	Lualaba
28.	+Eritrea (F)	77.	*Katanga
29.	+Gondar (C)	78.	Tanganyika
30.	Tigre	79.	Songea
31.	Danakil		SQUIJI
32.	Guban	80.	+Zanzibar (A)
33.	Hafun	81.	*Kilwa (A)
34.	Obbia	82.	Rovuma
35.	Ogaden	83.	Nyassa
36.	Galla	84.	Lugenda
37.	+Somalia (F)	85.	+Zomba (A)
38.	+Wajir (A)	86.	*Munika
39.	*Gatelo (A)	87.	Mozambique
40.	+Shoa (A)	88.	+Atamanarivo (F)
41.	+Wallaga (Wlga) (A)	89.	+Quelimane (A)
	-----	90.	*Zambezia
42.	*Sudan	91.	+Sovala (C)
42a.	Turkana	92.	Inhambari
43.	*Kordofan	93.	+Macquas (F)
44.	Wadai	94.	*Transvaal (Trvl)
45.	xBorku	95.	*Matabeleland
46.	*Fezzan (Fzn)	96.	Rhodesia
47.	Tafassasset	97.	Malange
48.	Ashen	98.	*Benguela (Bnla)
49.	Sahara	99.	*Angola
50.	+Ghana	100.	Damaraland (Dard)
51.	*Timbuktu	101.	xOkovango
52.	*Mali	102.	Kalahari
53.	*Guinea	103.	Orange
		104.	*Natal
		105.	*Valdt

## ASIA (Maps 5, 6, 7, 8, 15)

1.	Sinai (Snai)	50.	+Kirman (A)
2.	+Jerusalem (A)	51.	Dasht-i-Lut
3.	Decapolis	52.	Yezd
4.	+Damascus (Dmsc) (A)	53.	--
5.	+Tyre (A)	54.	+Rayy (A)
6.	Syria	55.	Iran
7.	+Aleppo (F)	56.	+Siunik (C)
8.	+Adana (F)	57.	Luristan
9.	Tarsus	58.	Jurjan
10.	+Caesarea (C)	59.	*Khorasan
11.	Galatia	60.	Merv
12.	+Iconum (A)	61.	Amudarya
13.	Lycia	62.	Usturt
14.	Pisidia	63.	Emba
15.	*Ionia	64.	*Aralsk
15a.	*Cyprus	65.	Turgay
16.	*Phrygia	66.	Ilek
17.	Bythinia	67.	Tobolsk
18.	Paphlagonia	68.	Komi
19.	Anatolia	69.	Obsk
20.	Pontus	70.	xYamal
21.	Adiabene	71.	Pyasina
22.	Vanand	72.	*Yenisey
23.	*Kazkhethi	73.	*Tomskaya
24.	xMandab	74.	xTyumen
25.	*Armenia	75.	Karaganda (Krgn)
26.	Atropatene	76.	Alatau
27.	Urmia	77.	Golodnaya
28.	*Urartu	78.	xFerghana
29.	Sophene	79.	*Bactria
30.	Iraq	80.	Pamir
31.	Nafud	81.	Ghazni
32.	Hejaz	82.	Hamun
33.	*Asir	83.	Mukran
34.	Ma'an	84.	Baluchistan
35.	xHadramaut		HYDUNDBAD
36.	Arabia	85.	+Qumara (A)
37.	*Hami	86.	Quetta
38.	Qatar	87.	+Peshawar (C)
39.	*Hejd	88.	+Jhelum (A)
40.	Hesa	89.	+Khairpur (A)
41.	*Sumeria	90.	Sind
42.	Assyria	91.	Thar
	STUNIK	92.	Bakawelpur
43.	+Kermanshah (A)	93.	Punjab
44.	Zagros	94.	Rajasthan
45.	+Awaz (A)	95.	+Indore (A)
46.	+Shiraz (F)	96.	Kathiwar
47.	Fars	97.	+Junagarh (F)
48.	+Qishm (F)	98.	+Bombay (F)
49.	*Persia	99.	*Andhra
			-----
		100.	Vijayanagar
		101.	*Coromandel
		102.	Ceylon
		103.	Qissa
		104.	Golconda



# **DAS DIPPYSPIEL—Province List**

(Columbia)	30.	Ucayali	56.	Bahia	2.	+Sydney (F)
5. +Villa Jorje (C)	31.	+Iquitos (A)	57.	+Aracaju (F)	3.	+Brisbane (F)
6. +Paramaibo		-----	58.	Itabuna	4.	#Warrego
(Prmb) (A)	32.	Putumayo	59.	+Juiz de Fora	5.	Gilbert
7. +Cayenne (F)	33.	Yavari	(A)		6.	Eyre
8. #Inini	34.	*Japura	60.	Uberaba	7.	Carpentaria
9. Surinam	35.	Anana	61.	+Niteroi (A)	8.	Arnhem
10. #Pacaraima	36.	Selvas	62.	+Ceminas (C)	9.	+Ivanhoe (A)
11. +Bolivar (A)	37.	*Acre	63.	Tibagi	10.	+Hart (C)
12. Imeri	38.	Guapore	64.	Florian	11.	#Gascoyne
13. Orinoco	39.	Rondonia	65.	+Tequari (A)	12.	+Perth (F)
14. +Cucuta (A)	40.	Camire	66.	+Rocha (F)	13.	Nullarbor
-----	41.	Chaco	67.	Azula	14.	+Adelaide (A)
15. Cauco	42.	*Paraguay	68.	+Buenos Aires	-----	
16. *#Bogota		(Prgy)	(A)		15.	Tasmania
17. Guaviare	43.	Ivinheima	69.	Corrientes	16.	*#Zealand
INCA EMPIRE	44.	Verdinho	-----		17.	*Caledonia
18. +#Quito (F)	45.	*Mato Grosso	70.	Pilcomayo	18.	xFiji
19. Bamba	46.	xFormosa	71.	*Tucuman	19.	*#Hawaii
20. Aguja	47.	*#Cachimba	72.	xRioja	20.	#Irrian
21. Pastazu	48.	*Manaus	73.	*Pichilemu	21.	Sulawesi
22. +Huancayo (A)	49.	Acarai	74.	Pampa	22.	*Java
23. Arecuipa	50.	*Anapa	75.	Chabut	23.	#Palambang
24. +#Antofagasta (F)	51.	*Parnaiba	76.	#Araucania	24.	Sarawak
25. Uyani	52.	*Ceara	77.	Malvinas	25.	*Bandjermasin
26. +Cochabamba (C)	53.	Piaui			26.	Kalimantan
27. +Chuquisaca (A)	54.	Goiias			27.	Medan
28. Yacuma	55.	Corumba			28.	xTimor
29. +Cuzco		ARMADONIA				

## **PACIFICA**

## **GLOCKORLA**

1. +Melbourne (F)

NOTE: Pollutidarian vents also exist in the following sea provinces: Pac38, Atl54, Ind10, Atl19.

CURRENT POLITICAL STATUS (1501) OF THE MAJOR POWERS: ARMADONIA: Republic, formerly a Kingdom. BEAUOUILLON: Kingdom, formerly a Grand Duchy. CONFEDERACH: Federal republic; former English colony. COSTAGUANA: Sultanate. EFGIART: Federal empire. ETHEROPIUM: Empire. FRENCIANA: Kingdom. GLOCKORLA: Republic; former English colony. GRAUSTARK: Kingdom. HYDUNDERBAD: Sultanate. INCA EMPIRE: Empire. KALIF: Republic; former English colony. KALMAR: Federal Kingdom. LOMPOC: Empire. MARSOVIA: Republic. MISKATONIA: Republic; former Ruritanian colony. PERILLAND: Republic (Peeriocracy); formerly part of Kalif. PODERKAGG: Kingdom. POLLUTIDAR: Federal Empire. QUEBEC: Republic; former colony of Frenciana. ROMANY: Empire. RURITANIA: Principality. SEVASTOPOL: Federal Empire; also known as Grand Sevastopol; SIUNIK: Kingdom. SQUIJI: Federal High Chieftanate. XANADU: Empire.

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A SHORT HISTORY OF THE WORLD (Continued from THE OZ FREE PRESS, #1):

Graustark, generally dated from the crowning of Hordo I in 565. While losing the West, however, Rome gained the East. By 450 Persia and India had been conquered, and the invention of gunpowder gave Rome a final spurt of military energy in which all Asia and Africa were conquered (Capitulation of Nanking, 893) and even West Europe was put under the protection of Imperial Rome (the capital was moved in 688 to Antioch).

But this almost universal empire was short-lived. The Protectorate of the West ended in 950, and Italy was lost by 1030. The revolt of Etheropium signaled a general rising in Affica, in which the Sultanate of Costaguana became independent (980) and the Ibos of Efgiara founded a great tropical empire (1015 on).

In Europe, autonomy was granted the Kingdom of Poderkagg in 1032, and the Slavs of the East formed two states; the Principality of Ruri(k)tania and the Empire of Grand Sevastopol (1055 and 1103). By 1150 the Empire, normally called Romany in the common parlance, was reduced to the littoral of the eastern Mediterranean.

/Continued after the Rules of Das Dippyspiel, which follow, overleaf/



## DAS DIPPYSPIEL (IMPERIALISM XII)

### Rules 'n' Such

1. All rules of regular Diplomacy apply, except as noted (extensively) below.
2. Play in Das Dippyspiel is by invitation only. Assignment of countries will be by choice insofar as possible.
3. Builds must be on home supply centers (or build centers). However, on any Winter move, a player may designate any supply center(s) he owns as build centers. No country may have more than 7 build centers, so that under ordinary circumstances, for each new build center, an old one must be redesignated as a plain supply center. No units may be built on a new build center until the Winter move following its designation; centers are considered changed after builds have taken place. In supply-center listings, build centers will be designated; \*Xxxx.
4. The game begins in 1501 D.N.O. (De Novum Orbis, dated from 451 A.D., in which year Attila the Hun won the Battle of Chalons and became Emperor of Rome).
5. The Supreme Head of the Universal Avaricious Church is the Pope, who lives in the Hidden City of Avalon. The Pope is elected by the players, each of whom has one vote for each supply center he owns. To be elected, a player must receive 155 votes (of 281 possible). The Pope may designate any 7 non-supply centers as Papal supply centers (designated P\*xxxx); he may declare them his own property or give them to others. Such centers may not be occupied at the time of their designation by forces other than those of the power owning them. The Pope may not thereafter, during his term of office, move either the center or its utility as a build center. Any player who receives 31 votes or any multiple thereof may declare a schism and create one or more Papal supply centers, as follows: 31-61 votes, 1 center; 62-92 votes, 2; 93-123 votes, 3; 124-154 votes, 4. Papal centers may not be created more than 2 provinces distant from a current build center of the owning power.

If a Pope is elected, he may not be deposed unless another candidate receives 155 votes in an election or the Pope receives less than 31 votes in an election. Any player who becomes a schismatic Pope (AntiPope) may increase or must decrease his total of Papal supply centers in accordance with the results of subsequent elections. Failure to eliminate Papal centers when required will result in automatic removal of all Papal centers owned by that player, together with all units they support, for that year. If a Papal center must be removed, the removing player may select both the center and the Papal unit to be removed. Papal centers support only Papal units (PA, PP, PG). Papal centers may be created and built on in the same Winter move.

6. In addition to Armies and Fleets, there will be Cavalry. Armies and Fleets move and function as in regular Diplomacy, except as provided in 9 and 13 below. Cavalry may move through two provinces during each moving season; that is, a Cavalry move consists of two turns per moving season, during each one of which a Cavalry may move, hold, support, &c. Each such move must be written separately; e.g., C Xxxx-(H)-(H); C Xxxx-Yyyy-Zzzz; C Xxxx-(H)-Yyyy; C Xxxx-Yyyy-(H); C Xxxx-Yyyy-(S) C Aaaa-Bbbb (in this case, the move of the supported unit must have been C Aaaa-(H)-Bbbb, C Mmmm-Aaaa-Bbbb, or some such). In the event that C Xxxx is ordered -Yyyy-Zzzz, and both Yyyy and Zzzz border on Xxxx, if Xxxx is stood off in Yyyy, it must still move to Zzzz if it is not stood off there.

Cavalry retreats: A Cavalry /D/ on the first seasonal move may not undertake its second move even if this would have been possible from the province of its eventual retreat (except as provided below). Places open for such retreats are determined by the position of all pieces after the completed seasonal move. However, C Xxxx, ordered to hold or if stood off on the first half of its move, and dislodged by (e.g.) C Yyyy, which was ordered to move -Xxxx-Zzzz, has the following options:

- a. If, for the second half of its move, C Xxxx was ordered -Aaaa, it must retreat to Aaaa if it borders on Xxxx and, at the end of the complete seasonal move, Aaaa is vacant for reasons other than a standoff.
- b. If the move of C Yyyy-Zzzz was unsupported, C Xxxx may retreat there, thus standing off C Yyyy's second move (assuming that option a was inoperative).
- c. If option a is inoperative, and the player does not wish to exercise option b, C Xxxx may retreat to any bordering province left vacant for reasons other than a standoff. In addition: If C Xxxx is dislodged during the second half of its seasonal

move, it may retreat either to any province left vacant for reasons other than a stand-off or to any province left vacant as the result of a stand-off between two cavalry forces during the first half of the seasonal move.

**Numbers of Cavalry:** Each player begins the game with one C unit and may keep this minimum throughout. Additional C units may be built, but only within a required ratio of 1 C for every 3 A. If a player is required to remove units, he is not required to remove C units to remain within this limit, but he may not later build additional C units until he has built sufficient A units to meet the ratio. The 3-to-1 ratio always excludes the minimum of 1 C to which every nation is entitled.

7. The 26th country is the underground Empire of Pollutidar. Pollutidar may have as many as 7 units on the surface, of which no more than 5 may be of any one type. Pollutidar has an unlimited supply of units of all types; units are brought to the surface by means of vents, and are considered as attacking the surface province in which the vent is located from Pollutidar. Only Fleets may enter high-seas provinces, except where an Army may join a Fleet in such a province to form an A/F (see Rule 13). No more than 10 Pollutidarian vents may be open at any one time. On any Winter move, Pollutidar may simultaneously close and open any vent(s); this may also be done in Spring or Fall. No unit may move through a newly opened vent until the following move. Once opened, a vent remains open until closed; once closed, it may not be reopened (except as provided in Rule 16). The surface powers may not attack Pollutidar through the vents. Pollutidar may capture and hold surface supply provinces, but may not build units for them. A Pollutidarian unit in a province which has an open vent may (R)-Pollutidar.

8. Pollutidar can win only by accumulating 95% of the world's current gold supply on any move; this is not possible prior to 1516 DNO. Each player has an opening gold reserve of 100 gold units (G). Mines are located in mining provinces (which may also be supply provinces), which for the most part represent actual mining areas; additional mines have been added whenever strict adherence to known gold deposits would result in a country's having no mine at all. These mining centers are gained and lost exactly as are supply provinces. They are indicated: Xxxx+, mining center; Xxxx+, mining/supply center; \*Xxxx+ build/mining center. Each mine produces 10G annually. Pollutidar may accumulate the production of mines he owns.

**Movement and Transfer:** G units travel as regular units. They must be placed on the board in Spring 1501 (the reserves, that is) and begin in mining provinces that produce them in the Winter. They may travel with or without protection of military units, on land or sea. Any unprotected G units which are in a province controlled by a military unit of a foreign power change ownership only if the foreign power indicates his intent to capture by writing an order for the said G units. Players may transfer G units among themselves, either physically or in credit accounts. Gold transferred to Pollutidar automatically vanishes underground without travel. It is up to the players to determine how they wish to transfer gold, and for what reason. Mining orders must be written along with builds or production does not take place. Symbols used in connection with G units are: (P), produces; (T)-, transferred to (in reference to ownership, not movement), M, mine; thus: M Xxxx (P) 10G; 10G Xxxx (T)-Pollutidar; 10G Xxxx (T)-Glockorla. Decimal G units, to one place, are permissible (but not recommended).

9. A Fleet may convoy 1 C or 2 A in one season; there is no restriction on the direction of travel, except that two units may not exchange places by means of convoy by a single F; nor may a F convoy one A to a province and another A from that province to a third location.

10. All sea provinces are indicated by three letters and a number. Seas and oceans are: Arctic (Arc), Atlantic (Atl), Baltic (Bal), Black (Blk), Caribbean (Car), Indian (Ind), Mediterranean (Med), and Pacific (Pac). Thus, Paci2 is in the Pacific.

11. Movement through Arctic Ocean provinces requires two seasons each; that is, an F moving through such a province must be ordered to do so in one season and would complete the move in the next. Movement across the North and South poles is impossible and otherwise noncontiguous provinces which touch the same pole do not border.

12. Players may sell or donate supply centers to other players. Any player selling or donating must adjust his unit strength to his new total, if necessary, by removing unit(s).

13. Armies may board Fleets and ride with them as they move. Such a combined unit is designated "A/F". Only one A may ride with 1 F, and C units may not be so transported. The boarding move is written (where Xxxx is any land province and Yyyy is any coastal land province): A Xxxx-Yyyy (becomes A/F) (assume also there is a F Yyyy -- if the F is owned by another power, he must write an order for his F to accept the A; thereafter, orders for the A/F are written by the power owning the F. An A/F may not convoy. An army being convoyed may be ordered to board any F in the convoy chain. A F being boarded may not move or support; dislodging of the F being boarded invalidates the boarding order (but not an unsuccessful attack). When the A disembarks, it may be supported in landing by its F. Such a move is written (where Xxxx is any sea or coastal land province) (and Yyyy is any coastal land province): A Xxxx-Yyyy (S) by F Xxxx. If an A/F attempting to disembark is dislodged by a head-on attack, it remains intact; if it is dislodged by an attack from a province other than the one being invaded, and the A is stood off, the A is /A/.

14. In order to win, a player must (a) own 155 supply centers at the end of a Fall move, together with retreats, (b) have a total of 155 units on the board at the end of the subsequent Winter move, and (c) declare himself elected Pope. All three criteria must be met in order to claim victory.

15. Since the Gamesmaster is an active player in the game, moves must not be sent in the ordinary way or mixed with other correspondence. Each set of moves must be sent in a separate, sealed envelope, plainly marked "Dippyspiel" or "XII" on the outside (preferably in red ink or pencil). These envelopes will not be opened by the GM until the move deadline. The GM, meanwhile, will mail out a copy of his moves to one or more other players, postmarked no later than 2 days prior to the deadline. A player who receives GM moves should insure that precisely the same moves are printed. GM moves will not be mailed constantly to the same player(s).

16. Pollutidar may construct units in addition to its limit of 7 (that is, place them on the surface) at an annual maintenance cost of 50G. Pollutidar may re-open closed vents at an initial cost of 100G and an annual maintenance cost of 50G. New vents may be opened anywhere at an initial cost of 200G and an annual maintenance cost of 100G. Gold expended by Pollutidar is removed from the global inventory.

17. There are canals in the following provinces: Nicaragua, Anglia, and Lower Egypt (Suez).

18. All province names will be abbreviated to the first four letters, except as follows: Atnt, Atlanta; A tla, Atlas; Bngl, Bengal; Brla, Benguela; Dmrd, Damaraland; Dmco, Danascus; EUkr, East Ukraine; Fzzn, Fezzan; Grdl, Grenil; Grnb, Grenoble; Halk, Hamada-al-Houma; Hamr, Hamar; Knsu, Kansas; Knsu, Kansas; Krgn, Karaganda; Kkkm, Karakorum; Knga, Kiangsi; Kgan, Kiangsu; LEgy, Lower Egypt; Mign, Michigan; Mshn, Michiocan; Mssp, Mississippi; Mmri, Missouri; Mtna, Montana; Mtrv, Montherroy; Mtrl, Montreal; Prgn, Paraguane; Prgy, Paraguay; Prmb, Paramambo; Pris, Prazis; Prsl, Peerisailles; Pppl, Peetropolis; Prst, Peerst; Rchl, Richelieu; Rmd, Richmond; StPr, St. Pearibourge; Sins, Shansi; Shtg, Shantung; Snsi, Sinai; Ssla, Sinaloa; Tbrn, Tiberon; Tbet, Tibet; Trvl, Transval; Tms, Transylvania; Tlio, Teopots; Trpr, Tripura; UEGy, Upper Egypt; Wlch, Wallachia; Wlga, Wallaga; Wlkr, West Ukraine.

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#### A SHORT HISTORY OF THE WORLD (Continued from the List of Provinces)

In Asia, four great powers formed: Kanadu (Mongol revolution of 1015), Hynderbad (Sultanate proclaimed, 1035), Siuniik (War of Independence, 1053-1076), and Miskatria (a former Ruritanian colony, independent 1112).

Elsewhere, other great states arose. The Inca Empire can trace its history back to 677. In America and Columbia (discovered by Amerigo Vespucci and Cristobal Colon in 1042 and 1055) Old World colonies became independent: Confederate States (from Anglanda/Frencia, 1109), Kalif (from Anglanda, 1112), Quebec (from Frencia, 1396), Marsovia (from Beauouillon, 1122), Armadonia (from Poderkagg, 1125). Periland separated from Kalif, with help from Frencia, in 1178. In the Pacific, another former colony of Anglanda, Glockorla, became independent in 1136. As to the rest of the world, it is divided by a plethora of lesser states, which will no doubt be absorbed by the great powers.